

Finnish Jääkärikomppania

Infantry Company, from Grey Wolf (Revised), page 228

		Morale	Points	Platoons
			1745	9
Headquarters				
Jääkärikomppania HQ (p.229)	CinC SMG 2iC SMG	FV	50	
- Anti-tank	2x Lahti anti-tank rifle		30	
- Anti-tank (upgrade)	Replace Lahti anti-tank rifle with Panzerschreck		15	
- Anti-tank (upgrade)	Replace Lahti anti-tank rifle with Panzerschreck		15	
Combat				
Jääkäri Platoon (p.229)	Command Rifle 8x Rifle	FV	175	1
- Close-defence	Replace Command Rifle or Command SMG with Command Panzerfaust SMG		10	
Jääkäri Platoon (p.229)	Command Rifle 8x Rifle	FV	175	1
- Close-defence	Replace Command Rifle or Command SMG with Command Panzerfaust SMG		10	
Weapons				
Jääkäri Machine-gun Platoon (p.230)	Command SMG 4x Maxim HMG	FV	150	1
Brigade Support				
Jääkäri Heavy Tank-Hunter Platoon (p.231)	Command SMG 2x 75 PstK/40 (7.5cm PaK40) gun	FV	120	1
Jääkäri Heavy Tank-Hunter Platoon (p.231)	Command SMG 2x 75 PstK/40 (7.5cm PaK40) gun	FV	120	1
Divisional Support				
Sturmi Platoon (p.227)	Command Stu 40 G Sturmi 2x Stu 40 G Sturmi	FV	315	1
Pioneeri Platoon (p.237)	Command Pioneer Rifle 6x Pioneer Rifle	CV	155	1
- Upgrade	Replace Command Pioneer Rifle with Command Panzerfaust SMG		10	
- Pioneer Supply	Pioneer Supply 3-ton truck		25	
Artillery Battery (p.239)	Command SMG Staff Observer Rifle 4x 122 H/38 (122mm obr 1938) howitzer	CV	205	1
Anti-Aircraft Platoon (p.240)	Command SMG 2x 40 ItK/38 (Bofors 40mm) gun	CV	65	1
Air Support (p.239)	Sporadic Ju 88		100	

Finnish Tank Teams

Name	Mobility	Front	Side	Top	Notes
Weapon	Range	ROF	AT	Firepower	
Stu 40 G Sturmi	Standard Tank	7	3	1	Hull MG, Protected ammo, Improvised armour
7.5cm StuK40 gun	32"/80cm	2	11	3+	Hull mounted

Finnish Gun Teams

Weapon	Mobility	Range	ROF	AntiTank	Firepower	Notes
122 H/38 (122mm obr 1938) howitzer	Immobile	24"/60cm	1	7	2+	Breakthrough gun, Gun shield
122 H/38 (122mm obr 1938) howitzer	Immobile	80"/200cm	-	4	3+	Bombardments
40 ItK/38 (Bofors 40mm) gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable
Maxim HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving
Lahti anti-tank rifle	Man-packed	16"/40cm	3	5	5+	
75 PstK/40 (7.5cm PaK40) gun	Medium	32"/80cm	2	12	3+	Gun shield

Finnish Infantry Teams

Team	Range	ROF	Antitank	Firepower	Notes
Panzerschreck	8"/20cm	2	11	5+	Tank Assault 5
Rifle	16"/40cm	1	2	6	
SMG	4"/10cm	3	1	6	Full ROF when moving
Staff	16"/40cm	1	2	6	Moves as a Heavy Gun team

Panzerfaust

Pioneer teams are rated as Tank Assault 4

Finnish Transport Teams

Name	Mobility	Front	Side	Top	Notes
Weapon	Range	ROF	AT	Firepower	
3-ton truck	Wheeled	-	-	-	

Finnish Aircraft

Aircraft	Weapon	To Hit	AT	Firepower	Notes
Ju 88	Bombs	4+	5	1+	

Special Rules

Anti-aircraft

Rulebook, Page 181, 182

Breakthrough gun

Rulebook, Page 100

Infantry teams, Gun teams, Passengers, and Unarmoured vehicles automatically fail their Saves when hit by a Breakthrough Gun or a Bunker Buster. This does not apply to Artillery Bombardments.

Hull MG

Rulebook, Page 113

The field of fire of a Hull MG includes everything in front of a line across the front of the vehicle's hull. A Hull MG cannot fire at the same time as a hull-mounted Main Gun.

Hull mounted

Rulebook, Page 83

A hull-mounted weapon mounted in the front of a vehicle has a 180-degree Field of Fire covering everything in front of a line drawn across the front of the vehicle. If the weapon is mounted at the rear of the vehicle, the Field of Fire covers everything to the rear of a line drawn across the rear of the vehicle.

Improvised Armour

Rulebook, Page 118

If vehicles with Improvised Armour fail an Armour Save against weapons with a Firepower rating of 5+ or 6, roll another die. - On a roll of 5+ the Improvised Armour stopped the shot. Ignore the failed save. - Otherwise, the results of the failed Armour Save stand. Improvised Armour has no effect against Flame-throwers, Artillery Bombardments, or Aircraft. In assaults, it only protects against hits from Gun teams using the Tanks Hit by Gun Teams rule on page 157 rulebook

Protected Ammo

Rulebook, Page 119

Tanks with Protected Ammo re-roll all failed Motivation Tests to Remount Bailed Out vehicles in the Starting Step (see page 102 of the main rulebook).

Tank Assault 5

Rulebook, Page 157, 169